# Continuous Integration (and Deployment) CI/CD

The principles and practices

#### What is CI?

- Cl is a software development practice where
   members of a team integrate their work frequently –
   at least daily leading to multiple integrations per
   day. Each integration is verified by an automated
   build (including tests) to detect integration errors
   as quickly as possible.
   Martin Fowler
- In software engineering, CI implements continuous processes of applying quality control small pieces of effort, applied frequently. CI aims to improve the quality of software, and to reduce the time taken to deliver it, by replacing the traditional practice of applying quality control after completing all development.

## Why do CI?

- Building software can be a risky business.
- Risk 1: Fixing bugs late is costly.
  - Cl identifies them as early as possibly => Less reworking.
- Risk 2: Lack of project visibility.
  - EX.: Code coverage; Test failer/success rate.

# Why do CI?

- Risk 3: Lack of team cohesion.
  - "Your changes to module X are incompatible with mine. How do we merge now?"
  - "When did we decided to upgrade to version
     2.0 of library X?"
  - "I thought you fixed that 2 months ago!"
- Risk 4: Poor quality code base.
  - EX.: "Everybody knows === is safer than == for object comparison (JavaScript)"

## Why do CI?

- Risk 5: Lack of deployable software.
  - "It works on my machine!."
  - "I need a new build to play around with now."
  - "The boss (or customer) is coming, we need to demo progress asap.".

=> Use Continuous Integration to reduce these risks.

## Why CI? Better, Faster, Cheper

#### Better:

Build better quality software ..... that is tested early and often .....and the code adheres to best practices & coding standards

#### Faster:

- Regression testing (Agile), not just at the end (Waterfall).
- No 'integration points'.
- System Builds become a non event

#### Cheaper

- Identify defects earlier.
- Fix when least costly.

## Best practices of CI.

- Single Source Repository.
- Automate the Build and Test processes.
- Everyone Commits Every Day.
- Keep the Build Fast.
- Everyone can see what's happening.
- Automate Deployment (Optional).

#### What constitutes a **build**?

- 1. Compilation (Transpiling).
  - bundling for web apps.
  - Multiple target platforms.
- 2. Test exacution.
- 3. Database integration.
  - DB creation and test data generation
- 4. Code inspection (Static code analysis) and review.
- 5. Automated deployment (Use staging server).
- 6. Report generation.
  - e.g. test execution metrics.

## When and how to build?

#### When:

At every check-in (not scheduled times).

#### How?

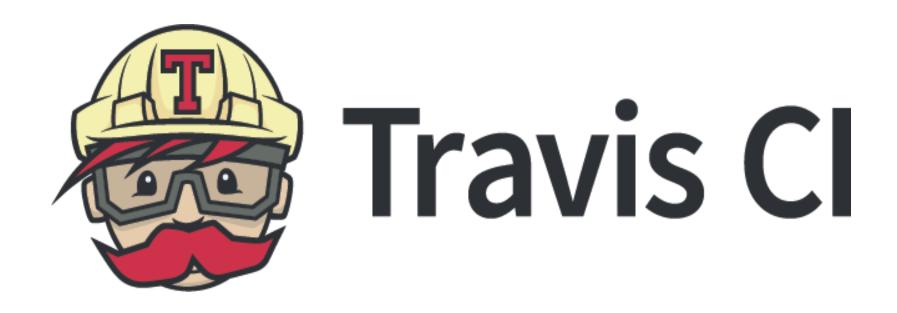
- Use a build script. Do not depend on an IDE.
- Use a dedicated CI server, not cron.
- Should require no developer effort
- Provide immediate feedback

#### **Build metrics**

- Identify key metrics and track them visually.
- Act on them immediately.
- Many metrics options, including:
  - Successful Build Rate.
  - Build Repair Rate.
  - Total Numbers of Static Tool Errors.
    - Ex. Linter.
  - Code coverage.
    - Unit Testing.
    - Functional Testing.

## The 7 step program

- 1. Commit Early, Commit Often.
- 2. Never Commit Broken Code.
- 3. Fix build failures immediately.
- 4. Fail Fast.
- 5. Act on metrics.
- 6. Build in every target environment.
- 7. Create artifacts from every build.



The tools

## Travis CI

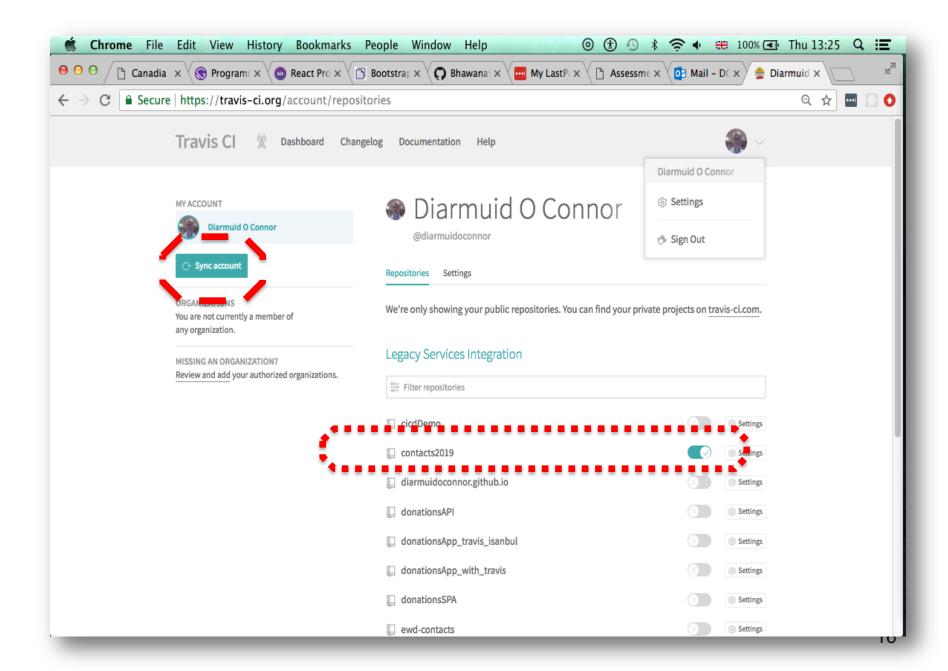
- An Open Source
- Distributed
- Build System
- For the Open Source community
- travis-ci.org (free) Vs travis-ci.com (enterprise)

#### ...Distributed ...

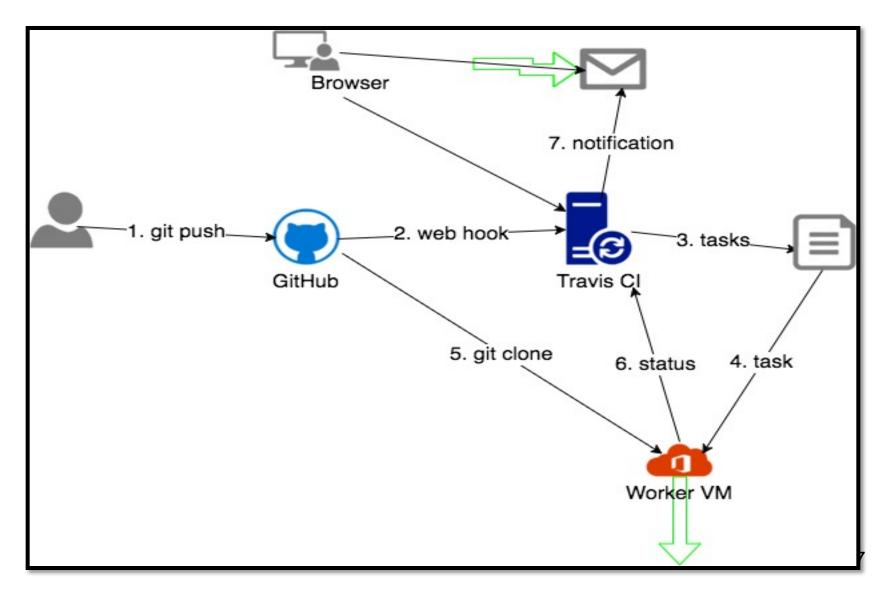
- .... allows community to contribute build capacities by connecting a VM that runs a build agent somewhere on their underused servers . . .
   .
- Travis-CI a central web application that runs on Heroku.
  - where as Travis workers (VMs that run the builds) are contributed by the community,

## Getting started

- 1. Sign up with Travis Cl using your GitHub credentials.
- 2. Enable the repositories that you want Travis to build



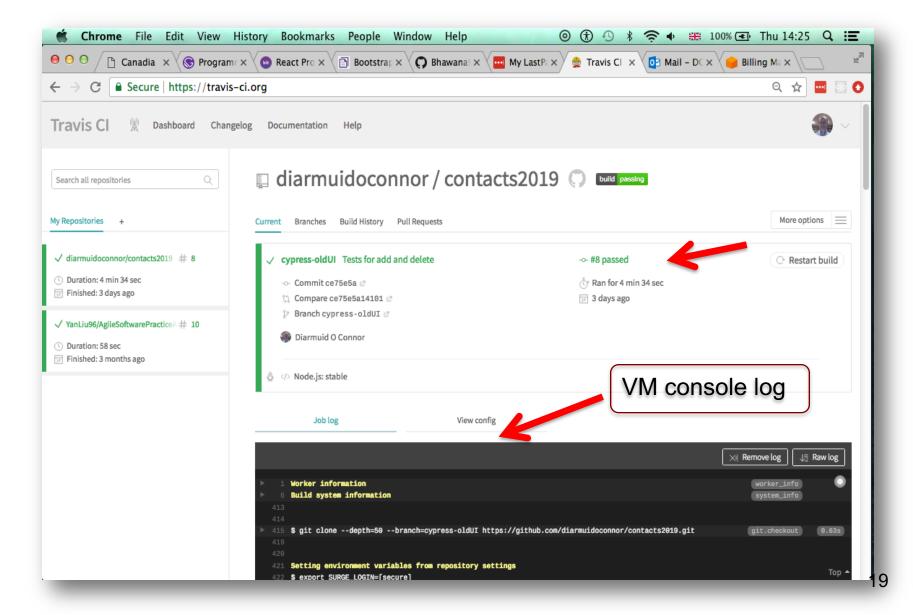
# ...Build System ...

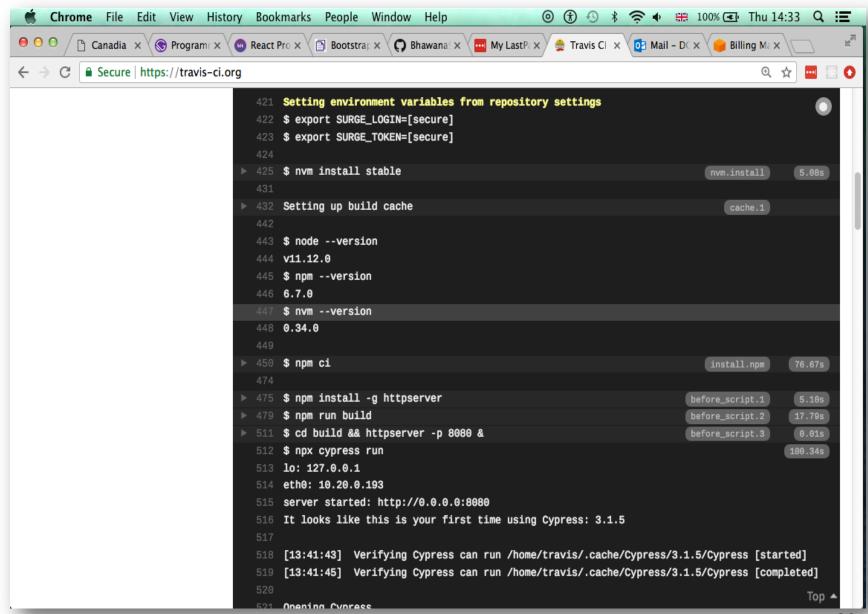


## **Building with Travis**

- 1. In local repo, declare build requirements in special file, .travis.yml
- 2. git push
- 3. Travis CI identifies available worker VM
- 4. Sends 'task list' to worker.
- 5. Worker clones repository and performs tasks
- 6. Periodically updates Travis CI of status.

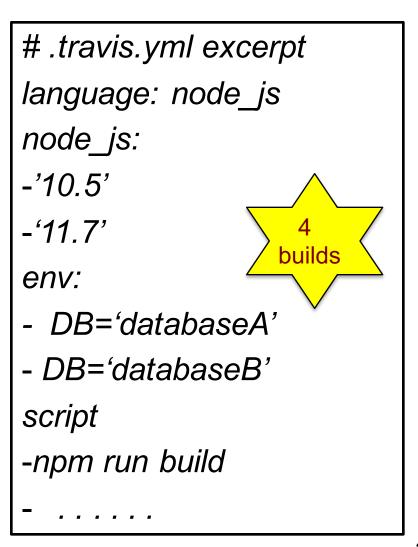
# Worker VM updates Travis CI





## **Build Matrix**

- Defined by your .travis.yml
- Configure...
  - Language version
  - Environment Variables
- Script to run.



#### Other build features

- before / after scripts.
  - e.g. (re)create test database.
- Specify branches to build (white/blacklist)

# blacklist

branches:

except:

- legacy
- experimental

# Languages supported

- Ruby
- Node.js
- Scala
- Clojure
- Python
- ......

## Databases supported

- SQLite
- MySQL
- PostgreSQL
- MongoDB
- •

No extra setup required

## Services

- Memcached
- Redis
- Riak
- CouchDB
- Selenium
- ImageMagick
- . . . . . .